3DS Max and Backburner Installation Guide Part 1 – Basic Installation

- Launch 3DS Max setup and select Install

Figure 1: Initial Installation Screen

- Accept the License Agreement

Figure 2: License Agreement

- Select Click to open and configure

Figure 3: Configuration Option

- Make sure all Options are checked

Figure 4: Configuration Options

- Select to close and return to product list
- Select Install

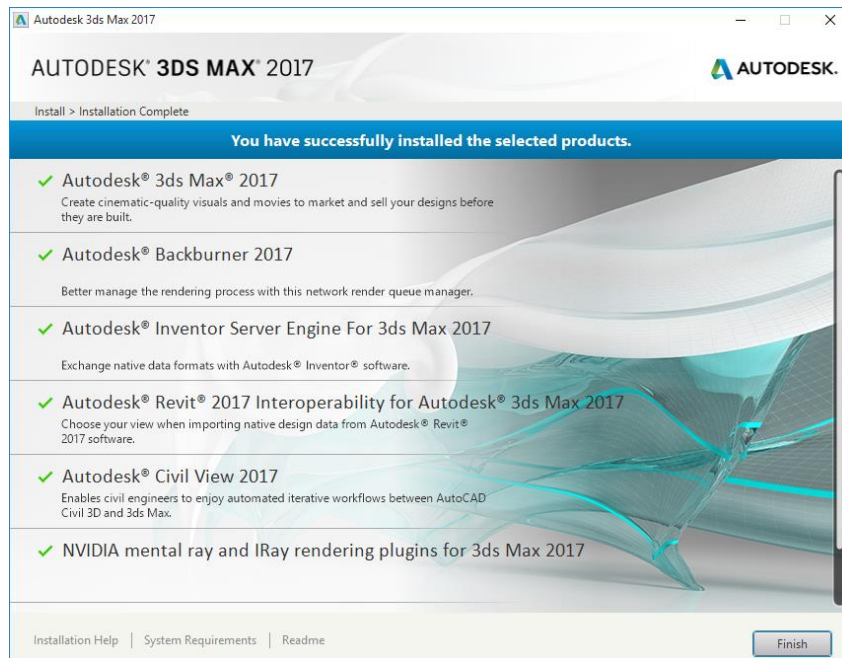*Figure 5: Configuration Complete*

- Finish Installation

Figure 6: Installation Complete

NOTE: On the main 3DS Max machine, this can be authorised. On the machines that you only want to use for network rendering, the installation will remain the same, but these machines do not require authorising.